



3

Drawings:

FIG. 1

REPORTER Learning Process

1 of 12

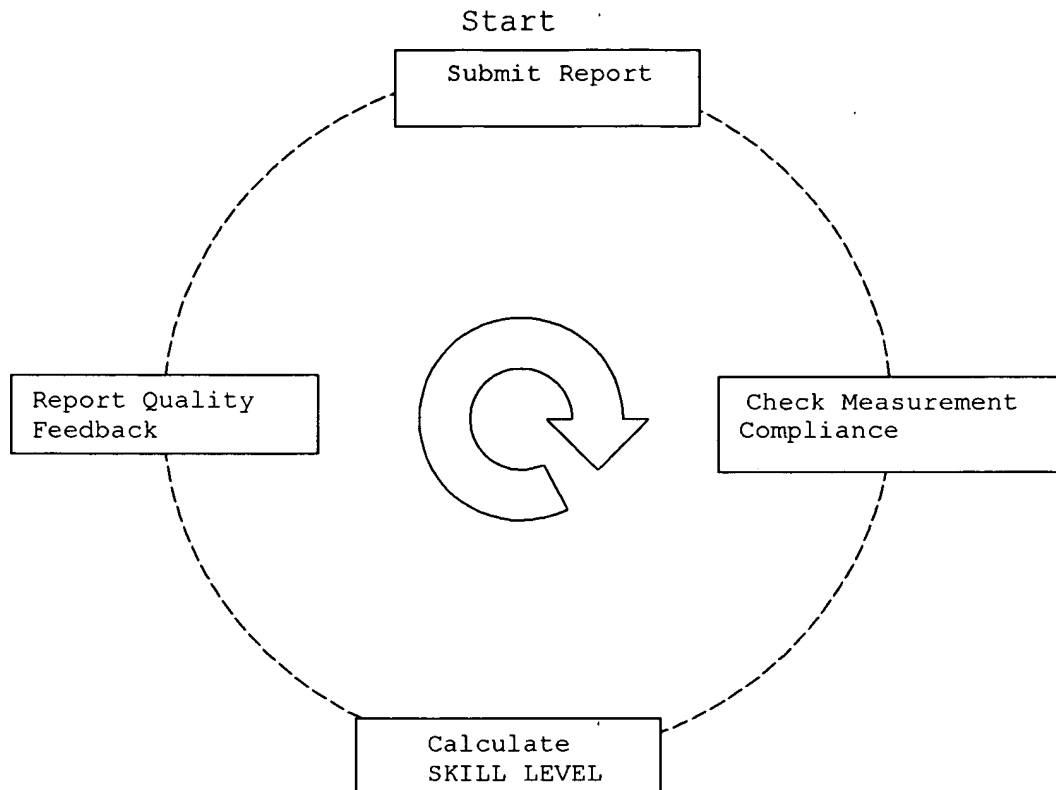




FIG. 2

Team-member Learning Process

2 of 12

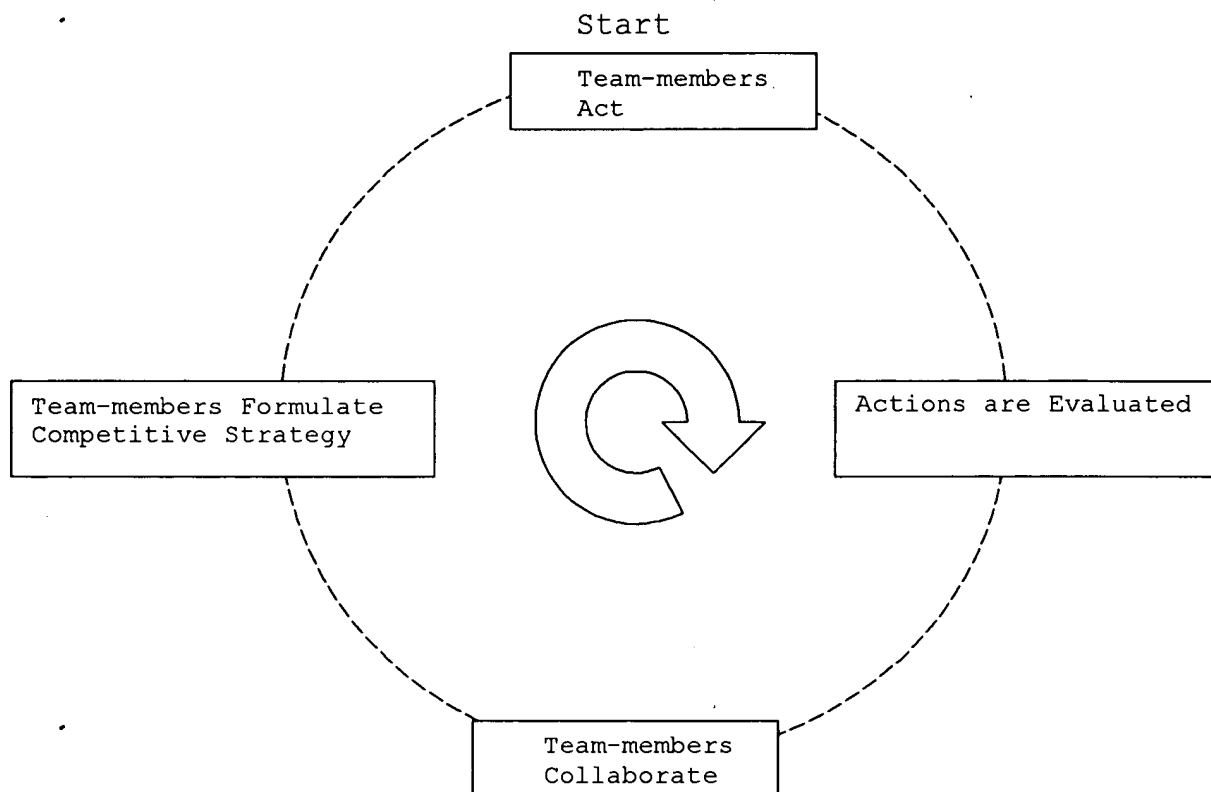




FIG. 3

3 of 12

Containment Diagram Showing Abstract Objects

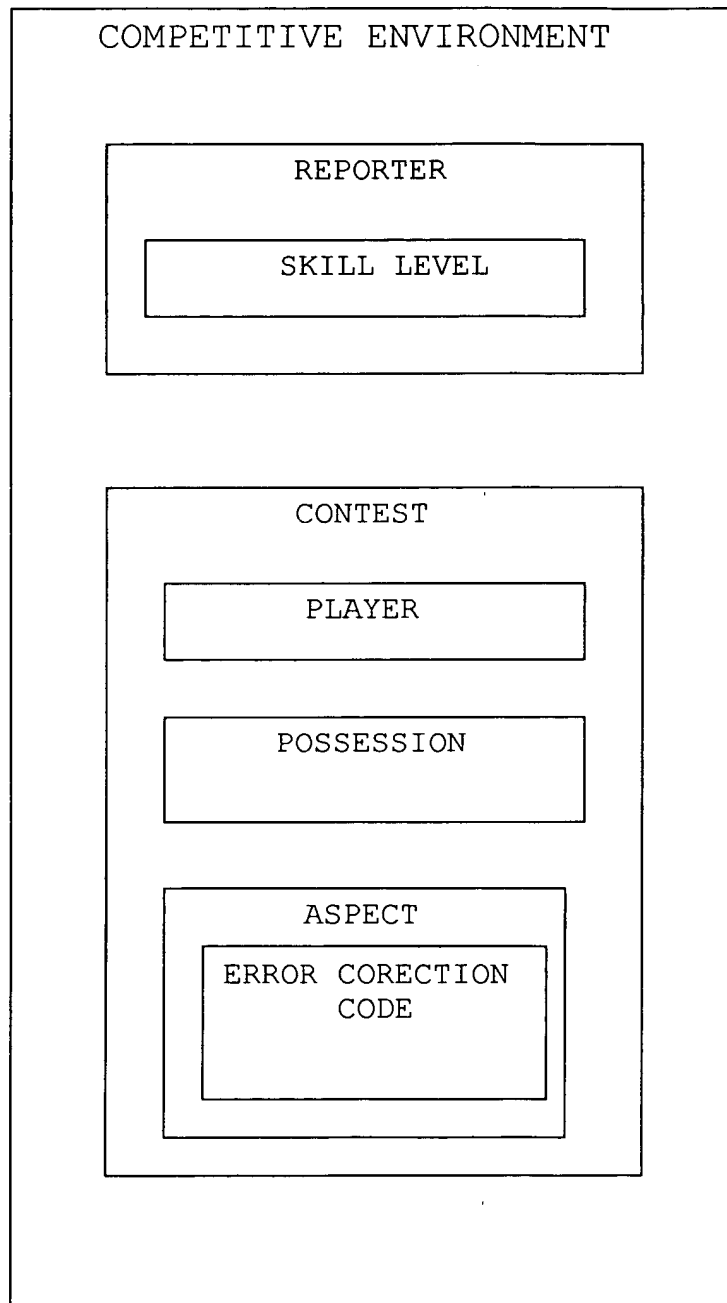




FIG. 4

Reporting System Components 4 of 12

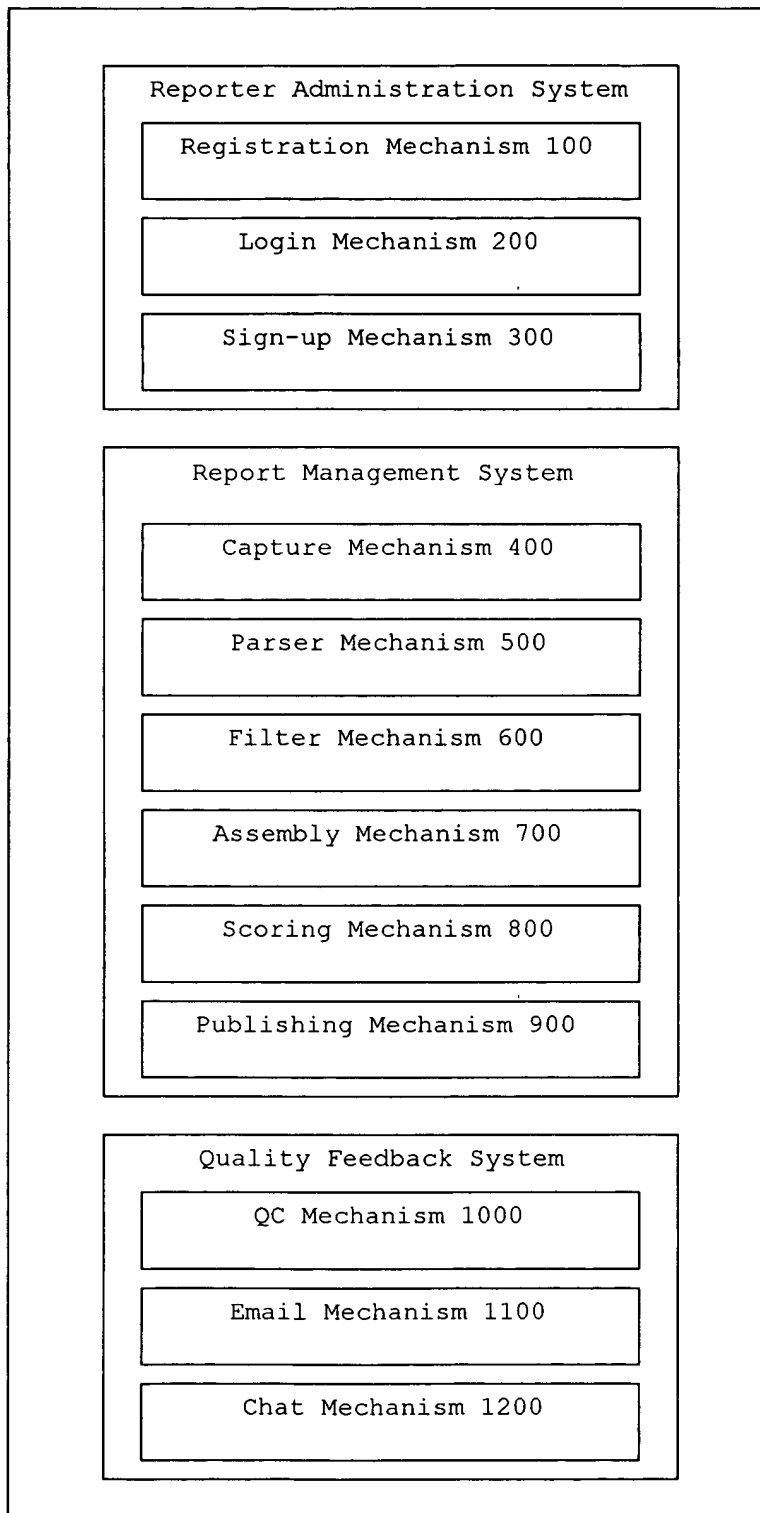
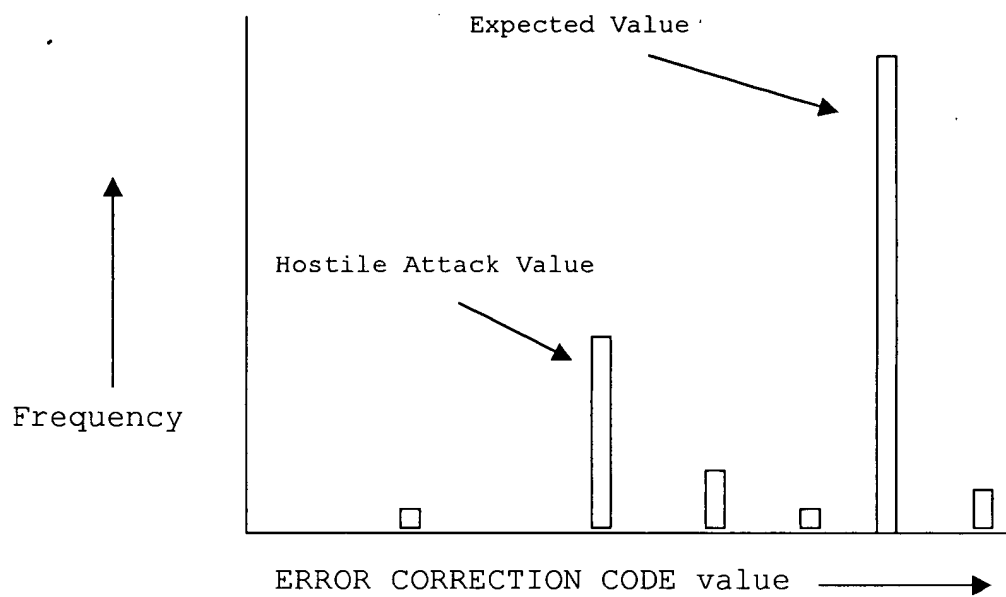




FIG. 5 Representative ASPECT Report 5 of 12





G. 6 Reporting System/PLAYER Interaction 6 of 12

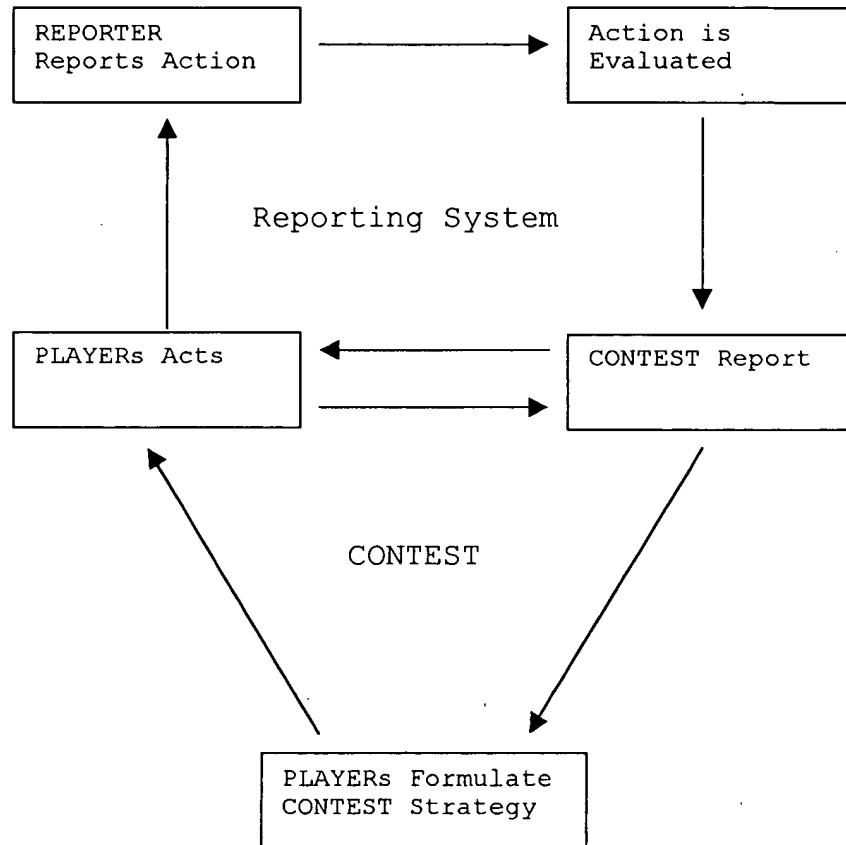




FIG. 7 Reporting System Configuration 7 of 12

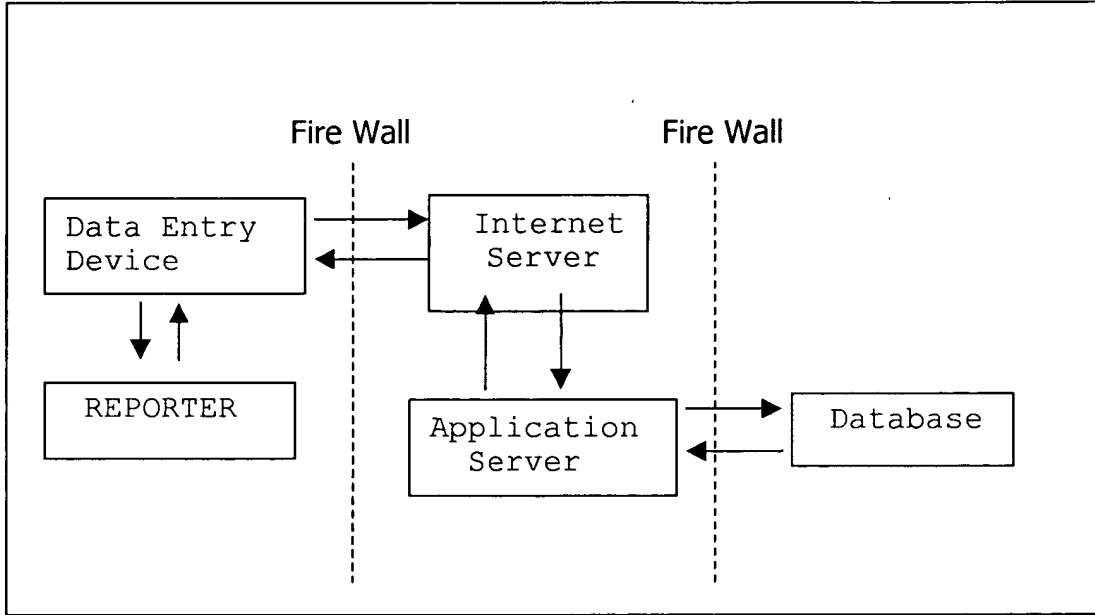




FIG. 8

8 of 12

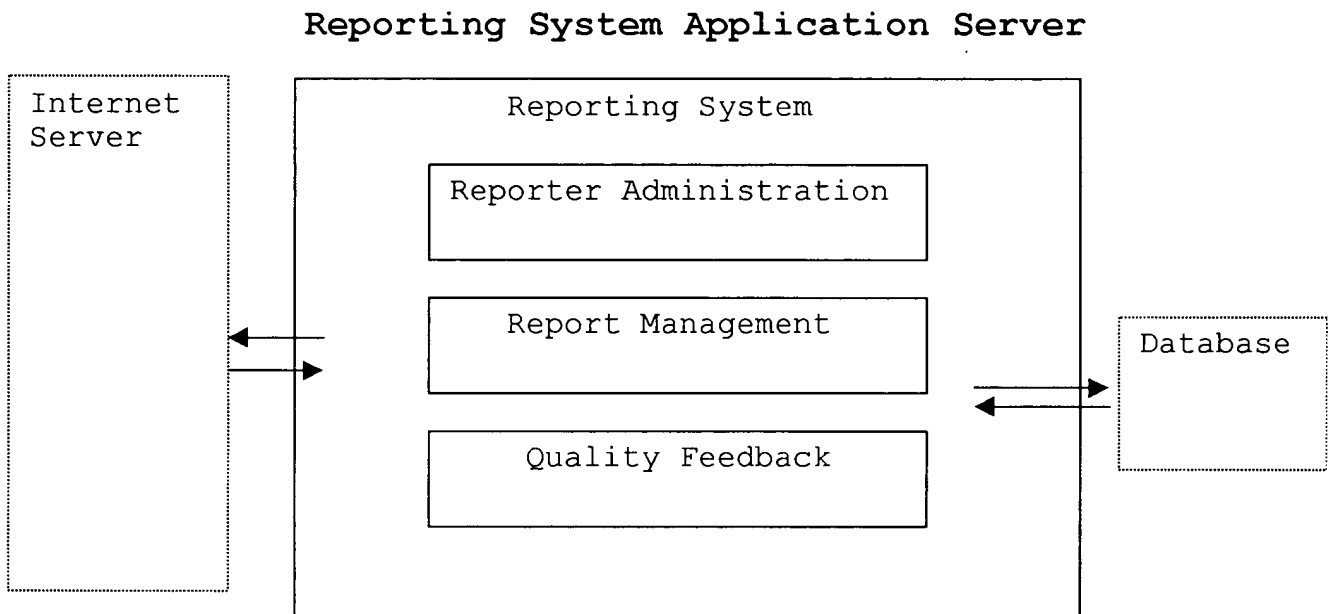




FIG. 9 Reporter Administration Process 9 of 12

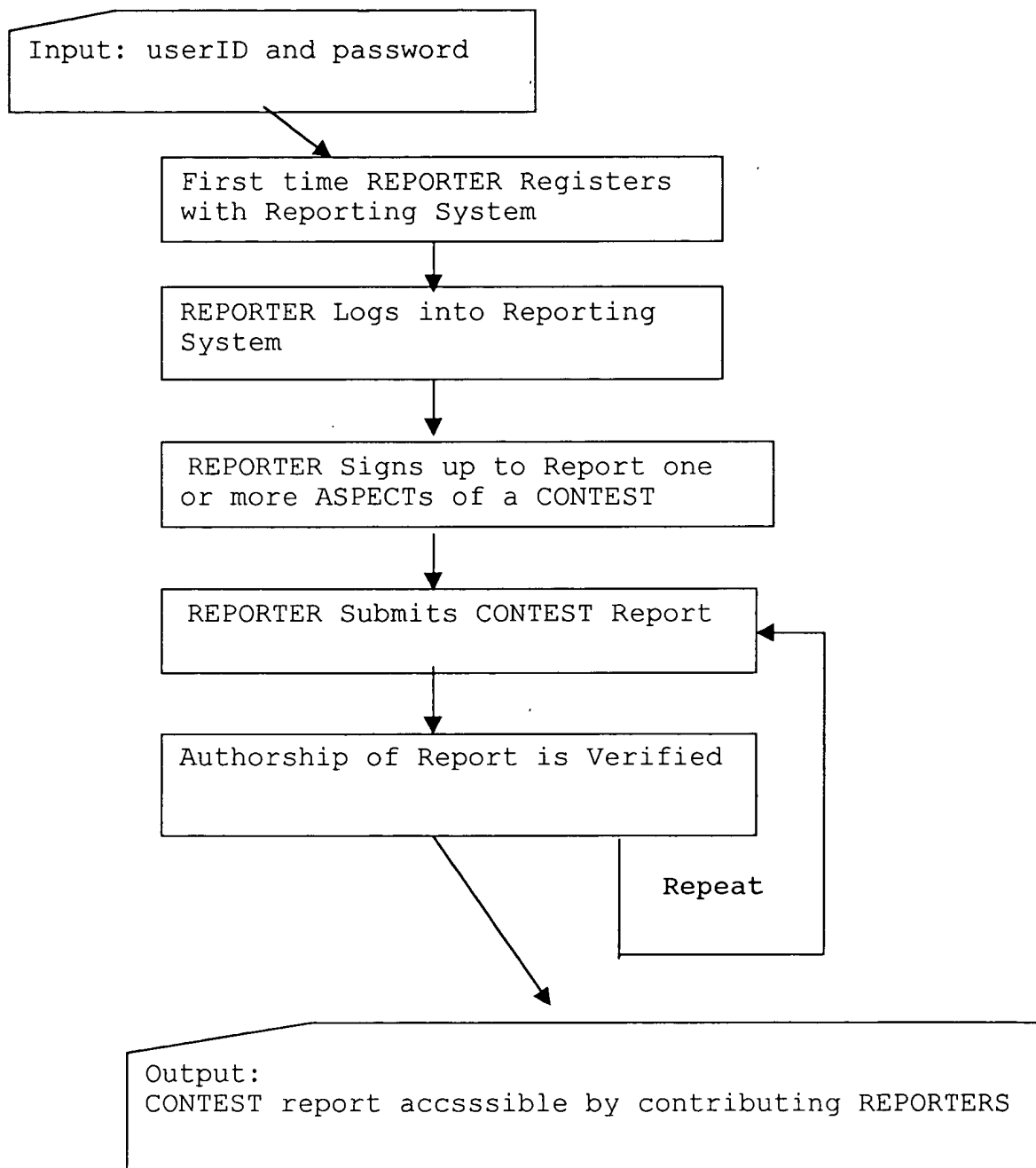
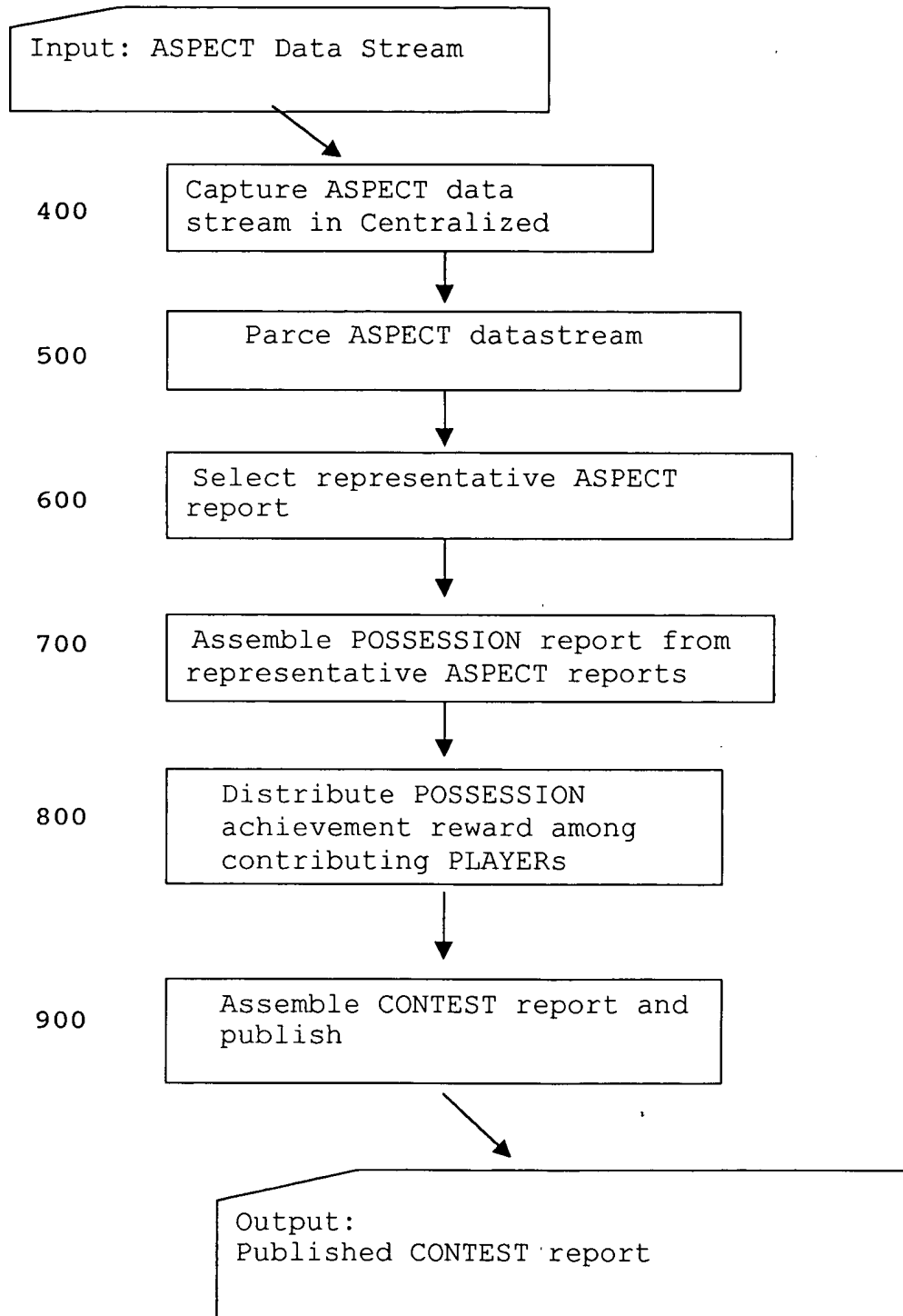




FIG. 10 Report Management Process Sequence 10 of 12





G. 11 Quality Feedback Process Sequence 11 of 12

Input: Aged CONTEST Reports

Parse CONTEST Report into
ASPECT instance Reports

Mark ASPECT instance
Reports Expected or Unexpected

Calculate REPORTER's SKILL LEVEL

Notify REPORTER by Email of his
Report quality for the CONTEST;
provide advice for improvement

REPORTERs collaborate via
Chat Session to share
opinions and advice.

Output:
Increased understanding of Reporting Rules



FIG. 12

PLAYER managed Reward System

12 of 12

